

United Worlds of Warlock R.C.C.s

The UWW is home to numerous races commonly encountered on other worlds and dimensions of the Megaverse, but which at first glance might seem out of place in the Anvil Galaxy. Thus the UWW is trying to integrate its increasingly non-human population into the surrounding worlds without causing too much of an uproar. Time will tell. Of the many races that make up the UWW, four stand out as special: *Star Elves*, *Dwarven Guildmasters*, *Space Minotaurs* and *Ratanoids*.

Star Elves

Tall, slender and beautiful, with thick crops of blonde or red hair, the Star Elves of the Anvil Galaxy seem to be an ancient strain of an elder race, perhaps descended from the Asgardian High Elves. Though races calling themselves "Elves" are encountered in numerous places across the Megaverse, the Star Elves most exemplify the lithe grace and delicate splendor of that most people have come to think of when they imagine Elvenkind. Star Elves are thin, sometimes to the point of looking frail, as if they are meant more for scholarly pursuits or commanding powerful magic rather than wrangling with clamorous technology or engaging in rough and tumble adventuring. However, they are stronger and more durable than they may look, possessing a keen intellect, sharp minds, agility and Supernatural Strength! Many love to mix it up in sports, combat and rough stuff. That having been said, Star Elves *do* have a special aptitude for magic, and many of them become ace spell casters early in life before moving on to another field of study. Haughty, arrogant and aloof, Star Elves also exemplify the holier-than-thou attitude for which Elves are infamous. This attitude does not terribly strain relations between the Elves and other races of the UWW because everybody knows that for all of the Elves' bluster and arrogance, the truth is they would all be dead if they did not belong to a powerful federation of peoples who, by coming together, found the strength to survive.

Alignment: Any, but lean toward Anarchist and Unprincipled.

Attributes: I.Q. 3D6+ 6, M.E. 3D6+2, M.A. 2D6+3, P.S. 3D6 (Supernatural), P.P. 4D6, P.E. 4D6, P.B. 4D6+6, Spd 6D6

Size: Six to seven feet (1.8 to 2.1 m) tall.

Weight: 150 to 230 pounds (67.5 to 103.5 kg).

Mega-Damage Creatures: 1D4x10 M.D.C. +P.E. attribute number and an additional 1D6 per level of experience.

Horror Factor: None.

P.P.E.: 5D6 or by magic O.C.C.

Average Life Span: 1,000 years.

Natural Abilities: Superior physical prowess and beauty, generally high intelligence. Nightvision 120 feet (36 m; can see in total darkness). Natural aptitude and eons of tradition in the art of the long bow (add one extra attack per melee if the Archery skill is taken) and wilderness/ranger skills (+2% on all Wilderness skills). Bio-regenerate 4D6 M.D.C. per hour.

Magic: By O.C.C. only.

Psionics: Standard.

Combat: Two attacks per melee or by Hand to Hand Combat skills.

R.C.C. Bonuses: +1 to strike and dodge, +1 to pull punch, and +2 to save vs Horror Factor.

O.C.C.s: Virtually any Phase World O.C.C. that a human can take, a Star Elf can take, though they tend to lean toward highly skilled and prestigious occupations. Many Star Elves show an extremely high interest in magic and scholastic or scientific pursuits, as well as interest in espionage (they love the challenge and necessity to think quick on their feet) or an



occupation that involve nature such as Wilderness Scout/Ranger/Explorer, and Long Bowman. Their belief that they are a superior race of people often drives them to be the best, thus there are far more warriors of renown, scientists, and men of magic (even Cosmo-Knights) than there are vagabonds and simple laborers or grunts.

Skills of Note: 90% speak and read the Elf language at 98%, and will be literate in two other languages (+20%), speak 1D4 others and know Basic Math (both +20%), in addition to the usual O.C.C. skills.

Weapons & Equipment: Star Elves start with two weapons of choice. They can either be technological or magical (nothing outrageous for the latter and may be magic devices, enchanted weapons or even minor rune weapons). In addition, Star Elves start with 2D4x1,000 credits in extra weapons and equipment.

Bionics & Cybernetics: Star Elves generally avoid bionics and cybernetics unless, for some odd reason, they have abandoned their appreciation for nature and the mystic world, in which case they might trick themselves out with all kinds of cybernetic goodies.

Money: Star Elves will also start with 1D6x1,000 credits in cash.

Note: Star Elves tend to be impudent, arrogant, and elitist in attitude, as well as noble, valiant and spirited. They may be disciplined in their studies and work, but demand a great deal of personal freedom and flexibility, so they do not work well in a military structure unless they are at the top of the food chain or in a position (like spies) where they have a lot of freedom and don't have to follow strict rules and protocols.

Dwarven Guildmasters

A.K.A. Anvil Dwarves

The Dwarves of the Anvil Galaxy are most likely descended from the Asgardian Dwarves who live on a few planets within the UWW that are in fact portals to the deific realm of Asgard itself! These "Anvil Dwarves," or "Dwarven Guildmasters" are especially adept at handling machinery and rune weapons and other types of magical weapons, devices and constructs. Though they are gruff and dour, they are quite likeable in their own way, and they can be very helpful if asked in the right manner. Dwarven Guildmasters never cooperate with somebody if they feel like they are being pushed around, shown disrespect or commanded to do a task they do not want to do. However, if a Dwarven Guildmaster is merely *requested* to carry out a task or service, and treated with respect and consideration (they don't like obvious kiss ups), then that Dwarf is made to feel like his work is appreciated and he will stop at nothing to make sure the job is done to 100% satisfaction. High King Silverlight knows this, and through a mixture of diplomacy and sincere outright flattery, has managed to keep the Dwarven Guildmasters of the UWW loyal, happy and productive. Generally, these small folk want to feel important, needed and appreciated.

The typical Anvil Dwarf has long, flaming red hair typically worn in one or more braids, and most males have a full, mid-length, beard and mustache. Beards may also be braided. Although they seldom exceed four feet (1.2 m) in height, they are powerfully built, possess excellent endurance and Supernatural Strength.



Alignment: Any.

Attributes: I.Q. 3D6, M.E. 3D6, M.A. 2D6, P.S. 4D6+2 (supernatural), P.P. 3D6, P.E. 4D6, P.B. 2D6+2, Spd 2D6

Size: Three plus 3D4+2 inches (3-4 feet/0.9 to 1.2 m) tall.

Weight: 150 to 200 pounds (67.5 to 90 kg).

Mega-Damage Creatures: 2D4x10 M.D.C. +P.E. attribute number and an additional 2D4 per level of experience.

Horror Factor: None.

P.P.E.: 4D6 or by magic O.C.C.

Average Life Span: 250+ years.

Natural Abilities: Superior physical strength and endurance, generally high to average intelligence. Nightvision 90 feet (27.4 m; can see in total darkness). Natural aptitude for weapon design, mechanics and manufacturing, providing a bonus of +10% to all mechanical, military, electrical, and computer skills.

Psionics: Standard.

Magic: By O.C.C., but Dwarven Guildmasters are rarely spell casters.

Rune Smithing: 35% of Dwarven Guildmasters are versed in the ways of rune magic. This means that, given enough time, preparation, components and adequate facilities, they can create rune weapons and other magical weapons or devices! However, the creation of rune weapons takes months or years of constant work to complete, requires exotic components, incredible amounts of P.P.E., and the sacrifice of a living essence – usually a powerful hero, demon, elemental, creature of magic, godling or god to power the weapon. Consequently, no good aligned character will be-